

Biomorphic Explorers: Classification (Based on Mobility and Ambient Environment) Biomorphic Explorers

Aerial

Surface/Subsurface

Biomorphic Flight Systems

Biomorphic Surface Systems

Biomorphic Subsurface Systems



Seed Wing



Monarch Butterfly



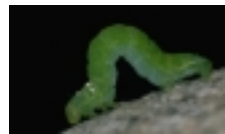
Soaring Bird



Humming Bird



Ant



Inchworm



Centipede



Earthworm



Germinating Seed



Snake

Examples of biological systems that serve as inspiration for designing the biomorphic explorers are illustrated. Pick a feature, say soaring, the intent is to make a explorer that combines the different attributes seen in nature in diverse species and capture them all in one artificial entity, in that sense the explorer goes beyond biology to provide us the adaptability that we need in encountering and exploring what's as yet unknown